



FIG. 1

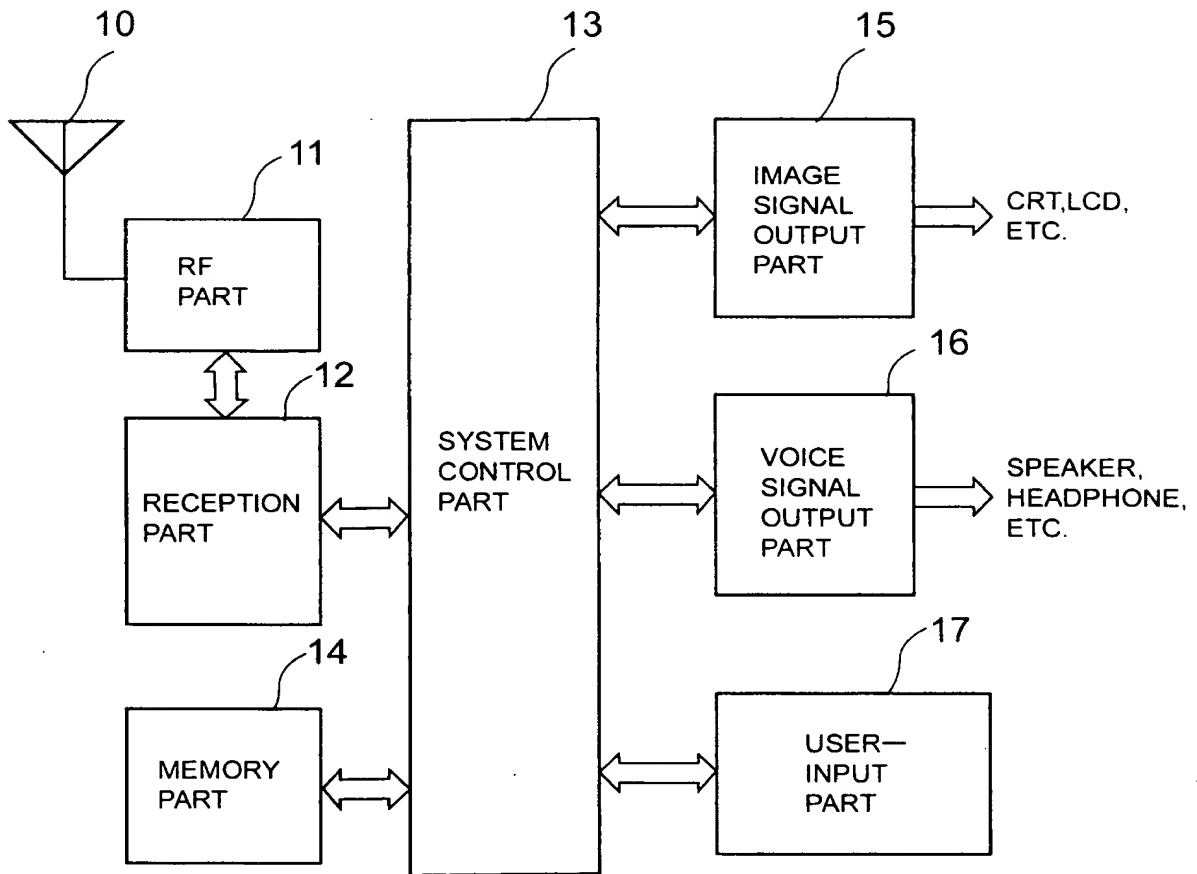


FIG.2A

EXAMPLE OF DISPLAY SCREEN

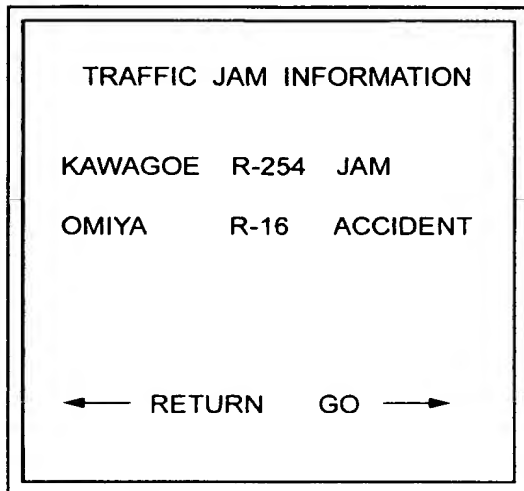


FIG.2C

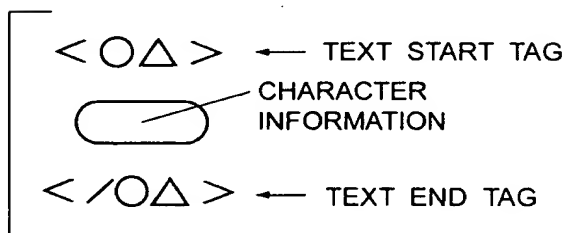
BASIC STRUCTURE OF ONE TEXT
IN CHARACTER INFORMATION

FIG.2B

EXAMPLE OF CHARACTER
INFORMATION LISTCHARACTER
INFORMATION
WORTH OF
ONE DISPLAY
SCREEN

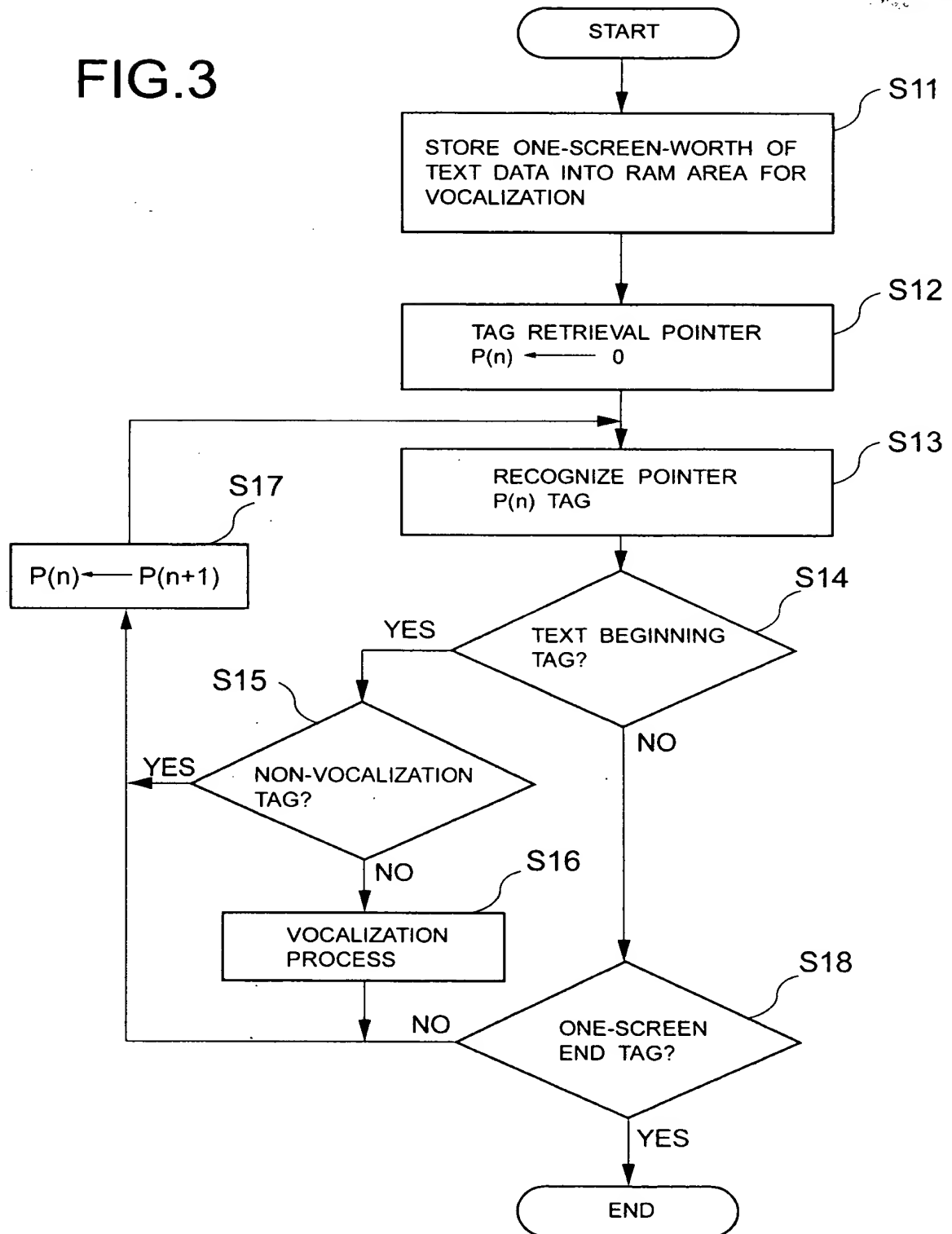
```

< HTML >
< TITLE >
TRAFFIC JAM INFORMATION
< / TITLE >
< TABLE >
< TD >
KAWAGOE
< / TD >
< TD >
R-254
< / TD >
< TD >
JAM
< / TD >
< TD >
OMIYA
< / TD >
.
.
.
.
< / TABLE >
< A HREF = ... >
← RETURN
< / A >
< A HREF = ... >
GO →
< / A >
< / HTML >

```

(OPERATION MODE 1)

FIG.3



(OPERATION MODE 2)

FIG.4

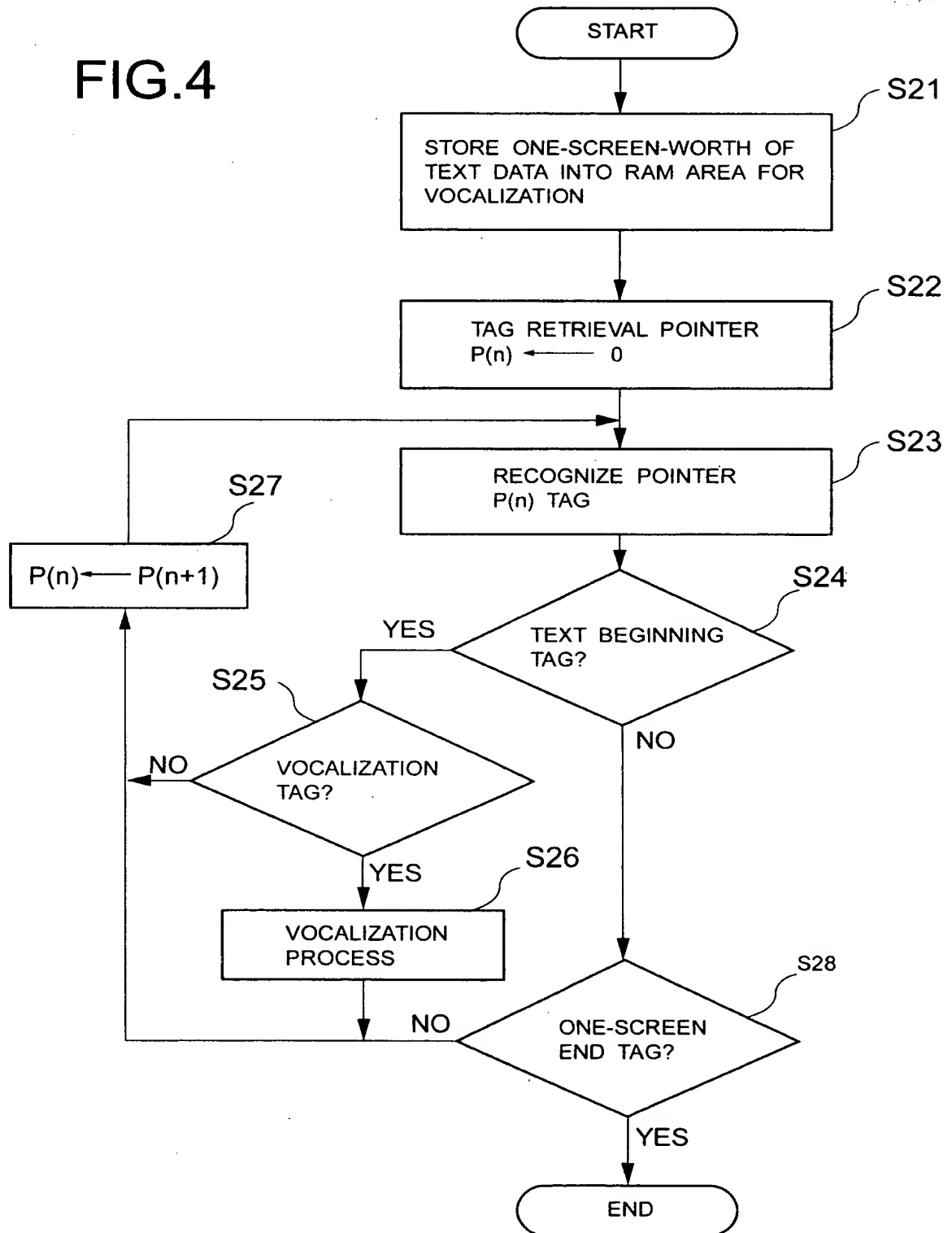


FIG.5

(OPERATION MODE 3)

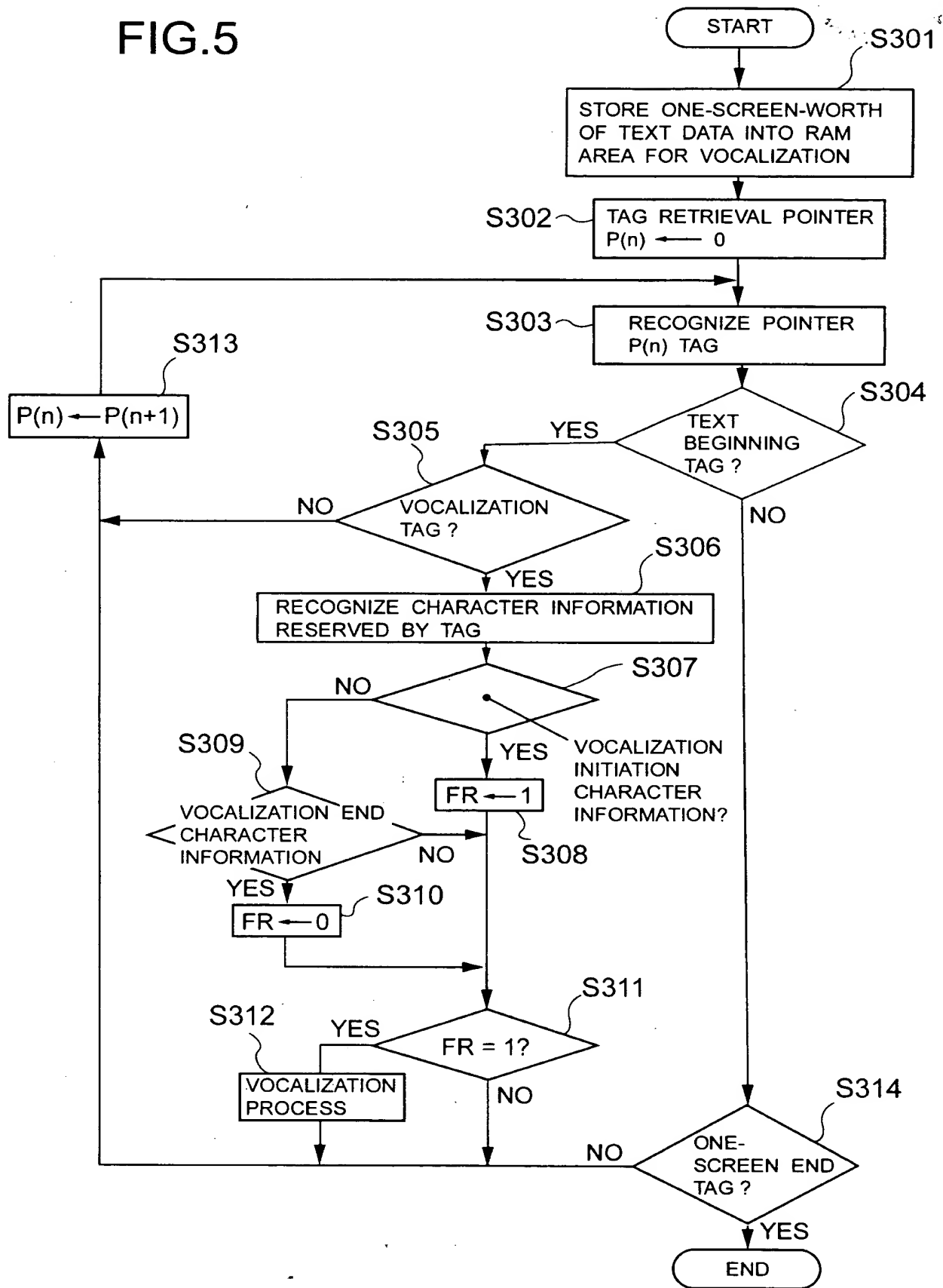
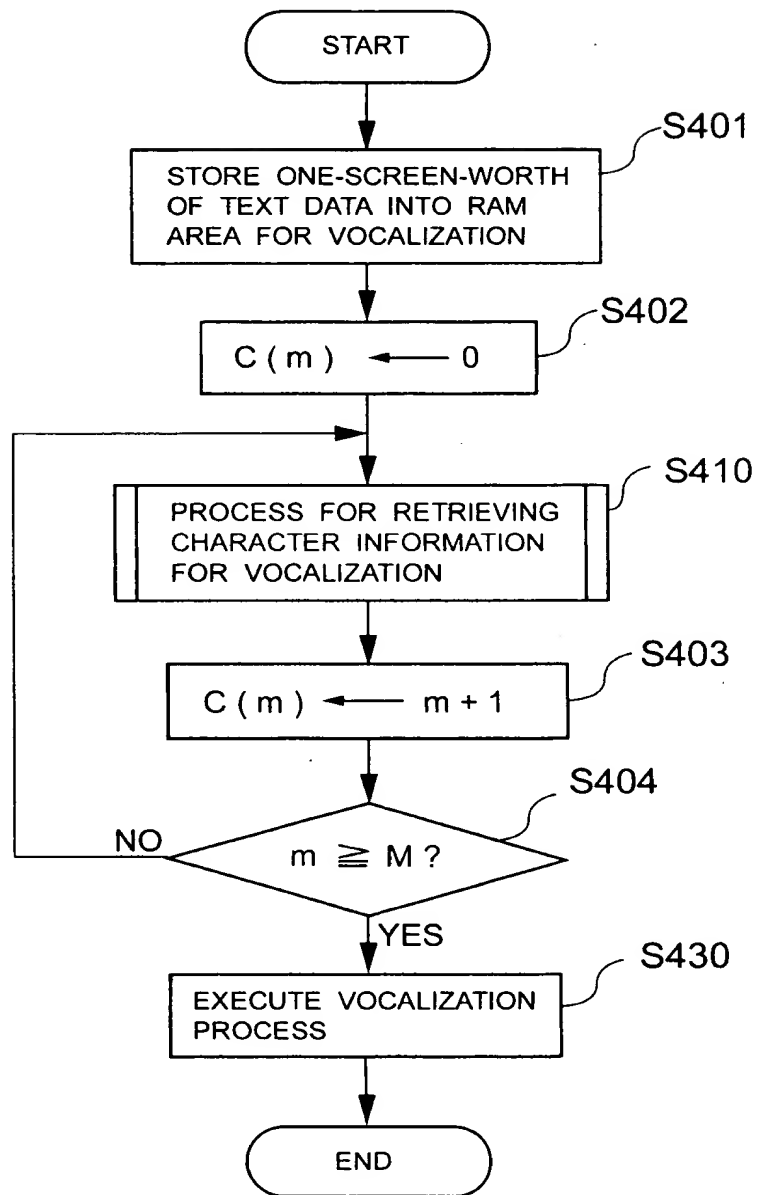


FIG. 6

(OPERATION MODE 4)



(PROCESS FOR RETRIEVING
VOCALIZATION CHARACTER (S410))

FIG.7

